GAME BOY ADVANCE

DUEL MASTERS
SEMPAI LEGENDS™

LIMITED EDITION

ATARI

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.

- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:
1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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Official Nintendo Seal

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

GBA LINK CABLE

THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK CABLE.

EVERYONE
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CONTENT RATED BY
ESRB

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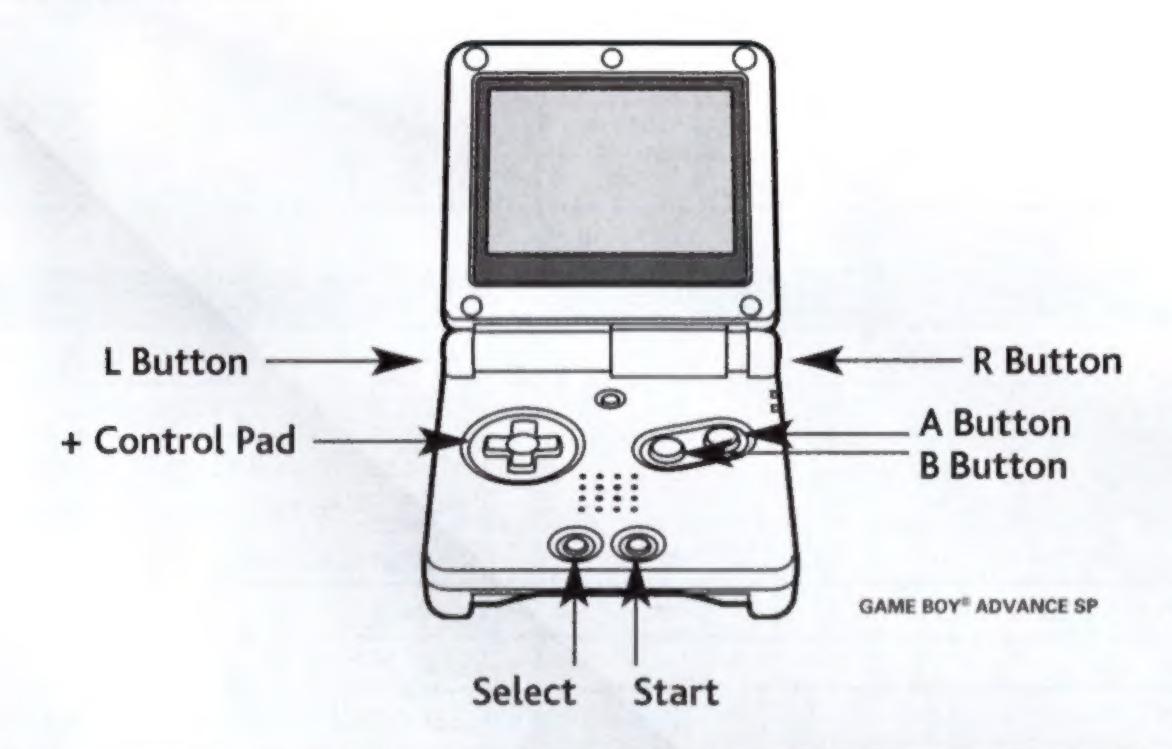
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WELCOME TO DUEL MASTERS™: SEMPAI LEGENDS™

Recover a super-powerful card stolen by a mysterious stranger! Build the ultimate fighting deck to summon powerful creatures, cast unbeatable spells and unleash devastating attacks. Enter tournaments, win cards and build your reputation. Practice in the unlockable Duel Room with all 180 cards from the DUEL MASTERS™ base set and the Evo-Crushinators of Doom expansion set! Play head-to-head and trade cards with your friends. Never give up, trust yourself and if you play hard, you can't lose!

GETTING STARTED

1. Turn OFF the POWER switch on your Nintendo® Game Boy® Advance system. Never insert or remove a Game Pak when the power is ON.

2. Insert the *DUEL MASTERS™: Sempai Legends*™ Game Pak into the slot on the Game Boy Advance. Press firmly to lock the Game Pak in place.

3. Turn ON the power switch. The main Start-up Screen will appear (if not, begin again at step 1).

4. Press **START** to proceed to the Main Menu.

5. Use the **+Control Pad** to highlight New Game, Continue, Credits or Duel Room and press the **A Button** to confirm. Select New Game to begin a new game. Select Continue to continue a saved game. Select Credits to view the game credits. **Note:** You must unlock Duel Room before you can select this option (see "Duel Room" on page 23).

GAME CONTROLS

L Button →

R Button ←

+ Control Pad →

A Button
B Button

Select Start

GAME BOY® ADVANCE SP

MENU NAVIGATION	
CONTROL	ACTION
+Control Pad	Highlight menu selections
A Button	Confirm selection
B Button	Return to previous menu

CHARACTER CONTROLS	
CONTROL	ACTION
+Control Pad	Walk
B Button	Run
A Button	Talk / Advance Text
START	Display Pause Menu

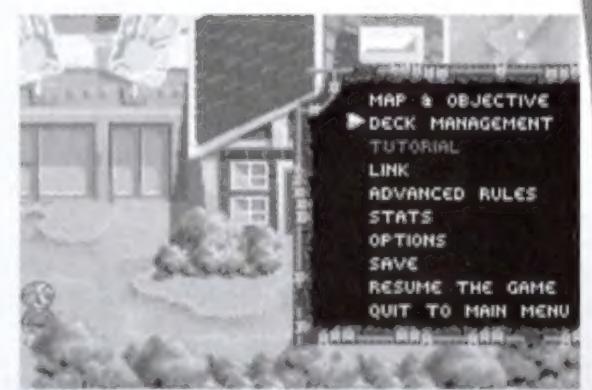| DUEL CONTROLS	
CONTROL	ACTION
+Control Pad	Highlight Card / Creature
A Button	Put Card in Mana Pool / Select Spell or Creature from Hand / Tap Mana / Select Creature or Target in battle zone
B Button	Cancel
L Button	View battle zone
R Button	Cast Spell / Summon Creature / Skip or End Phase
SELECT	View Card or Creature Details
START	Surrender / Options Menu

SAVING AND LOADING

You can save one game on your *DUEL MASTERS™: Sempai Legends™* Game Pak. Start a new game by selecting New Game from the Main Menu and then selecting one of the five civilizations as your starter deck.

To save your progress, press **START** while in Character Mode, select Save from the Pause Menu and press the **A Button**.

To load your current game, select Continue from the Main Menu.

PAUSE MENU

To display the Pause Menu, press **START** while in Character Mode. Press the **+Control Pad** ▲ or ▼ to highlight an option, press the **A Button** to select that option. Press the **B Button** or **START**, or select Exit to return to the game. The Pause Menu contains the following options:

Map & Objective

Display a map that shows your current location and objectives.

Deck Management

View your card collection and customize your deck (see "Deck Management" on page 19).

Tutorial

View a tutorial that explains the basic DUEL MASTERS™ rules.

Link

Link with another Game Boy Advance for head-to-head dueling against a friend (see "Multiplayer" on page 22 for more information).

Advanced Rules

Read about some advanced DUEL MASTERS™ rules.

Stats

View your current reputation, experience points, card count, time played, and win/loss record.

Options

Change game options (see "Options" below).

Save

Save your current progress (see "Saving and Loading" on page 6).

Resume the Game

Close the Pause Menu and return to the game. You can also press the **B Button** or **START** to return to the game.

Quit to Main Menu

Quit to the Main Menu without saving your progress.

OPTIONS

Press **START** while dueling or select Options from the Pause Menu to change your game options. Press the **+Control Pad** to highlight and change options. Press the **B Button** to exit Options.

Text Speed

Determines the speed at which text scrolls.

AI Speed

Determines the speed at which computer opponents play. (This has no effect on how well AI opponents play.)

Sound FX

Adjust the volume of battle sound effects.

Music

Adjust the volume of in-game music.

Battle Screen

Select Active to play creature battle animations. Select Inactive to skip battle animations.

Graphic Preset

Select one of three brightness-enhancing options: Off, GBA or GBA SP.

THE CIVILIZATIONS

Fire

Fire creatures are fast, relentless attackers that can quickly overwhelm an unprepared opponent. Fire also has spells that deal damage directly to creatures. There are no blockers in this civilization, so initiative is key. Fire and Nature make a powerful deck.

Darkness

Darkness creatures can be more expensive to summon, but they create a terrifying army once in the battle zone. Darkness can destroy the most powerful creatures with a single spell or "slayer" creature, and has the annoying ability to make an opponent discard. The Darkness civilization has its share of blockers, although they are a bit more expensive than those from Water and Light. Darkness is good on its own, or combined with a fast civilization like Fire or Nature.

Nature

Nature creatures are very powerful, but also can be expensive to cast. For this reason, Nature has many spells that can quickly increase the size of your mana pool. Nature provides needed speed to both Fire and Darkness decks.
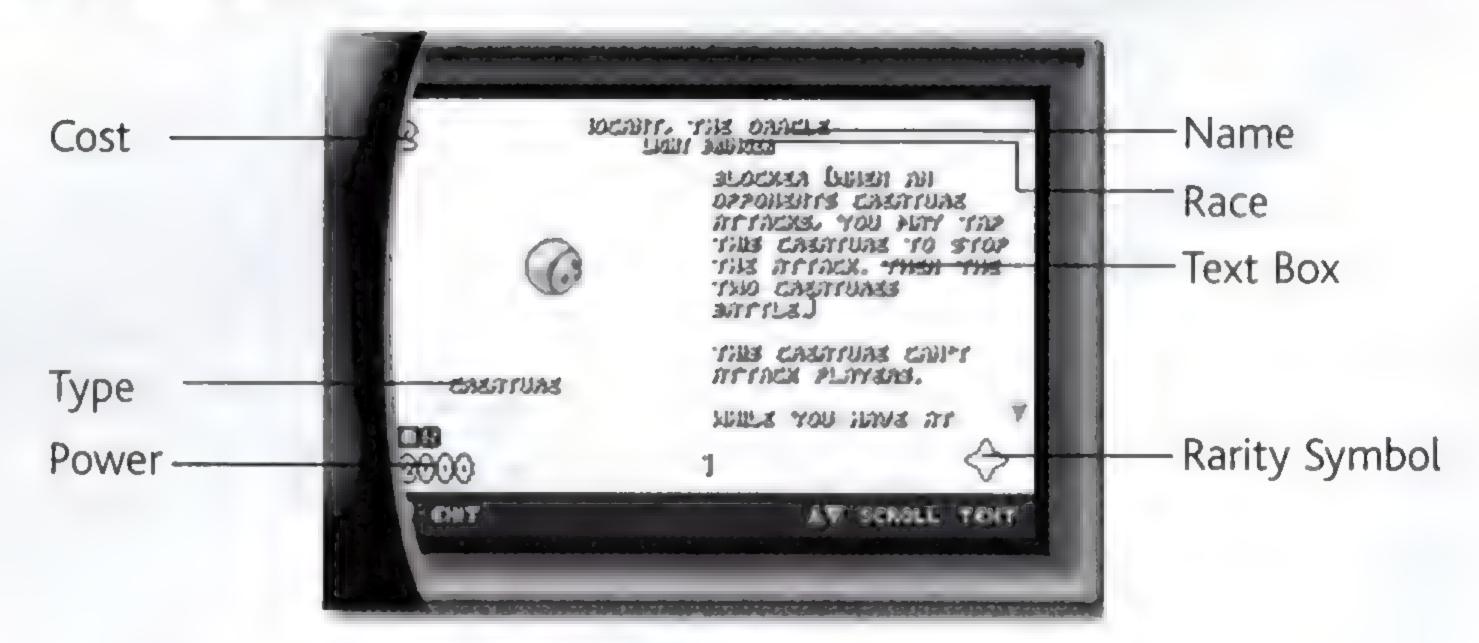
Light

Light creatures are slow but powerful, and its spells are designed to manipulate the battle zone to Light's favor. The Light civilization contains an array of powerful blockers and simple, trustworthy attackers. Light cards are great for any deck that might need a few turns to show its strength.

Water

Water creatures are sly — many cannot be blocked — and Water spells, such as Teleportation, can quickly change the shape of the battle zone. The Water civilization contains many blockers, and so provides a good complement to any deck strategy.

THE CARDS

Cost

Type

Power

Name

Race

Text Box

Rarity Symbol

Keyword Definitions

Some cards contain "keywords," which describe special abilities. See "Glossary" on page 24.
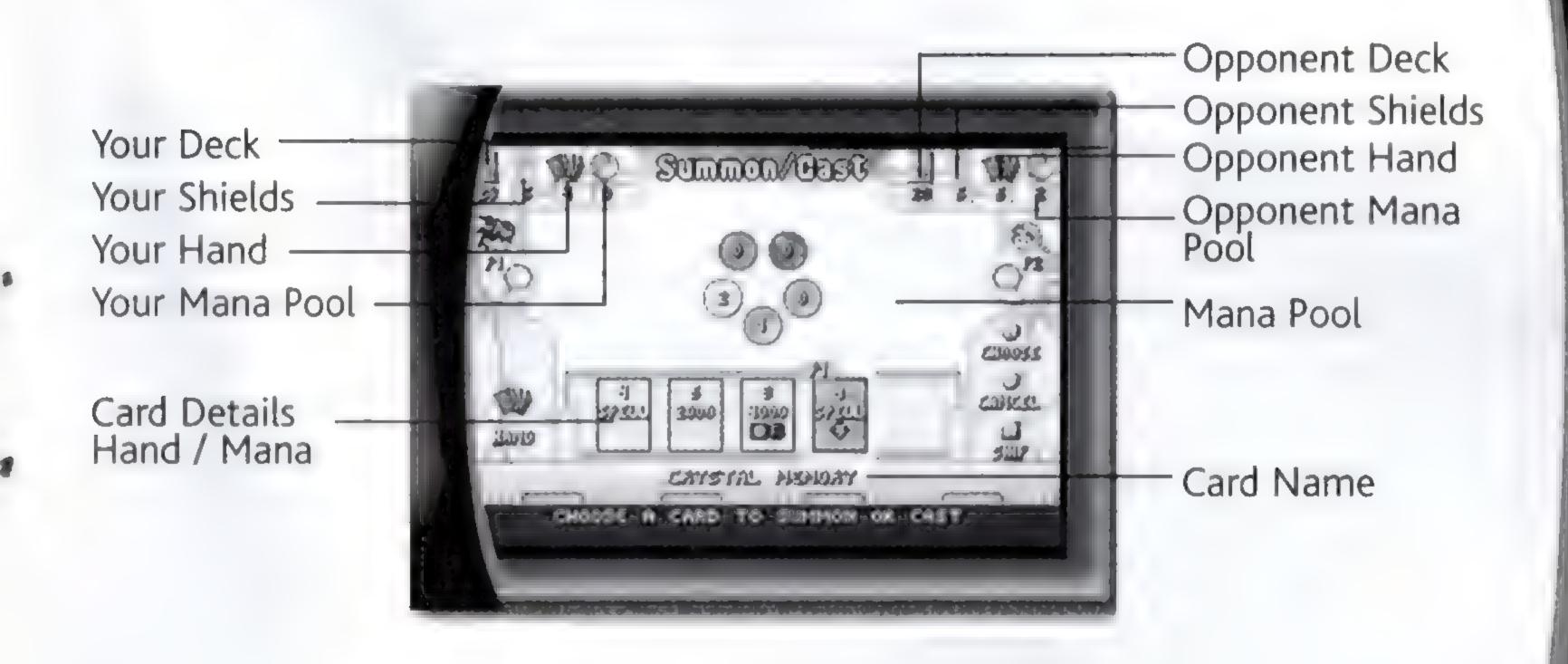
HOW TO DUEL

Object of the Game

Use mana to cast spells and summon creatures into your battle zone. Attack your opponent with your creatures — if a creature isn't blocked, it breaks a shield. Break all of your opponent's shields and then attack him one more time to win the duel!

Duel Screens

Drawing cards, putting cards into your mana pool and playing cards from your hand all take place at the Summoning screen. Creature battles take place in the battle zone.

Your Deck

Your Shields

Your Hand

Your Mana Pool

Card Details
Hand / Mana

Opponent Deck

Opponent Shields

Opponent Hand

Opponent Mana Pool

Mana Pool

Card Name

Setup

There are a few things that happen before you start a DUEL MASTERS™ duel. In *DUEL MASTERS™: Sempai Legends™*, most of the details are taken care of by the game.

1. Flip a coin. If it lands in your favor, you choose whether to play first.
2. Shuffle your deck.*
3. Place top five cards from your deck face down in front of you.* These are your shields.
4. Draw 5 cards from the top of your deck.*

The game automatically does this step for you.

Turn Order Summary

1. Start your turn.
2. Draw a card.
3. Put one card into your mana zone (optional).
4. Summon creatures and cast spells (optional).
5. Attack (optional).
6. End your turn.

Start your turn

The first thing the game does is untap any tapped creatures and mana cards. This makes those cards available to use on the turn. (See "Glossary" on page 24 for information about tapping and untapping.)

Draw a card

The game will automatically draw a card from the top of the deck and put it into your hand. If you run out of cards in your deck, you lose.

Important! The person who plays first skips drawing a card on his or her first turn.

Put one card into your mana zone

Cards in your mana zone generate mana for you when you tap them. Mana is like money that you use to pay for creatures and spells. Each mana card generates one point of mana per turn.

You can add only one card (of any type) into your mana zone from your hand each turn, unless a spell or effect allows you to add more.

To put a card into your mana zone, select it using the **+Control Pad** and press the **A Button**. The game will automatically move to the next step.

You don't have to put a card into your mana zone if you don't want to (but it's a good idea for the first several turns). To skip this step, press the **R Button**.

Summon creatures and cast spells

You can summon any number of creatures and cast any number of spells during this step, as long as you have enough mana to pay for them. You can do these things in any order.

To cast a spell or summon a creature, select the card in your hand using the **+Control Pad** and press the **A Button**. The cost for a spell is displayed in the center of the card in your hand, and in the upper-left corner of a detailed card view. To skip this step and go straight to battle, press the **R Button**.

Once you select a card, the game will switch to your mana zone. Use the **+Control Pad** to select the mana card you want to tap and press the **A Button** to tap it. Press the **B Button** to cancel casting or summoning and return to your hand. At least one of the mana cards you tap must be the same civilization as the spell or creature. If you can't pay the cost, you can't play the card.

You can cast a spell only if you can do everything it says. After you pay for a spell, the game will prompt you to take action, such as selecting a creature, drawing a card, etc. The spell is then put into your graveyard. After you pay for a creature, it is put into the battle zone.

Important! Most creatures can't attack on the turn that you summon them because they have summoning sickness. (Evolution creatures do not get summoning sickness. See "Glossary" on page 24 for more information.) They will be able to attack on your next turn. Creatures with summoning sickness can still block, providing they have that ability.

Attack

You can attack with as many of your creatures as you want each turn, providing they don't have attack limitations (for example, if the card says, "This creature can't attack players" and your opponent has no tapped creatures in the battle zone). You can't attack with creatures that have summoning sickness.

Select a creature using the **+Control Pad** and press the **A Button** to make it attack. Then, use the **+Control Pad**

to select one of your opponent's tapped creatures or your opponent (either a shield or the opponent directly, if no shields remain). Press the **A Button** to make your creature attack. Press the **B Button** to cancel the attack.

Attacking your opponent

When one of your creatures attacks your opponent and it isn't blocked, it "breaks" the shield you chose. That shield goes into your opponent's hand. If the shield he puts in his hand has the Shield Trigger ability, your opponent has the option of immediately casting the spell on that card (see "Glossary" on page 24).

When your opponent has no shields left, you can select your opponent directly. If your creature is not blocked, you win the game.

Some creatures can break more than one shield when they hit your opponent (see "Glossary" on page 24). **Important!** If your opponent has fewer shields than your attacking creature can break, your creature doesn't knock out your opponent, just however many shields are left.

Attacking a tapped creature

When one of your creatures attacks one of your opponent's tapped creatures in the battle zone and it isn't blocked, then the creatures battle.

Each creature has a power number displayed beneath it in the battle zone. (You can also find a creature's power in the lower-left corner of the detailed card view.)

The creature with the higher power wins the battle. The losing creature goes into his or her owner's graveyard (unless the card says otherwise). If the creatures have the

same power number, then both creatures go to their owners' graveyards. Some creatures have "+" after their power. This means that the creature is a "power attacker" and its power increases when it attacks (see "Glossary" on page 24). Make sure to read what each card says!

The power of the attacking creature is shown in the upper-left corner of the screen. That creature's target is outlined with a crosshair. If the defending player has any blockers in the battle zone, the game will pause to allow that player to choose a blocker.

Blocking

Only creatures with the "blocker" ability can get in the way of an attacking creature. When a creature blocks, it is tapped, and cannot block again until it becomes untapped. Summoning sickness doesn't stop a creature from being able to block.

When a creature blocks, it battles the attacking creature. The attacking creature can't attack what it was going to attack (a player or another creature), because it must now battle the blocker.

Ending Your Turn

After all of your attacks are resolved, your turn ends. To skip the battle phase, or stop attacking, press the **R Button**.

DECK MANAGEMENT

You begin your *DUEL MASTERS™: Sempai Legends™* career with a 40-card deck composed of two civilizations — the civilization you chose at the beginning of the game and one other color. The deck will contain mostly common and uncommon cards, along with a few rares, and maybe a very rare. As you win duels and tournaments, you will receive random cards, which you can use to customize your initial deck. (You'll need to in order to defeat some of the strong competitors you meet!)

Cards in Deck — — — Cards in Trunk

Card Quantity — — — Card Name

Card Image

To customize your deck and view your card collection, select Deck Management from the Pause Menu (see page 7). Your current deck is on the left side of the Card Management screen, and your complete card collection is on the right. To switch

between your deck and your card collection, press the **+Control Pad ◀** or **▶**. Press the **+Control Pad ▲** or **▼** to highlight a card. Press **SELECT** to view details about a card. Press the **A Button** to move the highlighted card from your deck to your trunk, or from your trunk to your deck. Press the **B Button** to return to the Pause Menu.

Note: You must have exactly 40 cards in your deck in order for it to be a legal dueling deck. If you do not have 40 cards in your deck, you will be unable to leave the Deck Management screen.

Deck-Building Strategies

Building a good, consistent deck takes practice and plenty of testing. Fortunately, *DUEL MASTERS™: Sempai Legends™* has no shortage of eager dueling partners. You will find willing opponents of all skill levels on city streets, in buidings and in the countryside.

Begin by practicing with your starter deck against different opponents to try and determine which cards work best in duels, and which ones you wish you hadn't drawn. Once you win a few cards, try swapping some of them in. Here are some key principles to keep in mind:

- Put in mostly creatures, since you can't win without them.
- You probably want to limit your deck to three colors at most. More than that and it can be difficult to draw the right color mana.
- Include cards with low costs and high costs. If you play with all big creatures, your opponent will quickly overrun you with small creatures. If you play with all small creatures, your opponent will drop a big creature or two and stop you in your tracks.
- If you can, use some blockers. They help protect you and your creatures.

- Sometimes shield triggers can save the day. Experiment with them.
- After you build a deck, play it a lot. Replace cards that don't help you.
- Remember, the best part of trading card games is that you can put any card you want into your deck, so start experimenting!

TRADING

Most towns contain a Trading Center, where you can trade for cards you won't find anywhere else. Talk to the person behind the counter and he will offer three choices: Trade, Special and Quit.

Choose Trade if you want to see the cards available at this Trading Center. The card on the left is the card up for trade. The card(s) on the right are what you must swap from your Trunk in order to make the trade.

Press **SELECT** to view card details. Press the **A Button** to make the trade. Press the **B Button** to cancel. Most traders have more than one trade they are willing to make. Be sure to check several times with each trader in order to see all they have to offer.

Special trades offer a wider range of cards, but you've got to pay a card and win a duel in order to complete a Special trade. Select the card you want to trade for and the trader will tell you which cards you need to make the trade. He will then call a friend

of his who will duel you for the card. If you win the duel, you win both cards. If your opponent wins the duel, he wins both cards.

Note: You cannot trade a card that is currently in your deck. If you want to trade a card that's in your deck, you must move it to your Trunk before talking to the Trader.

MULTIPLAYER

Multiplayer games require two Game Boy® Advance systems, one *DUEL MASTERS*™: *Sempai Legends*™ Game Pak per player and a Game Boy® Advance Game Link® cable (sold separately). Before linking the Game Link cable, all Game Boy Advance systems must be switched OFF. Link the Game Link cable to each of the systems. Insert a *DUEL MASTERS*™: *Sempai Legends*™ Game Pak into each system. Switch the systems ON.

At the Main Menu, select Continue to load a previously saved game, or select New to start a new game. Both players then open the Pause Menu (by pressing **START**) and select the Link option.

Both players are then teleported to a special lobby stage. Talk to the clerk, who will propose two options: Trade and Battle.

Trade

Both players are taken to their Trunk list, where they can select up to three cards to exchange with the other player. Press the **A Button** to select the card(s) you want to trade. Press the **B Button** to cancel the trade. Press **START** to confirm the trade.

After both players have pressed **START** to confirm the trade, they are taken to the

Trade screen, where they view the card(s) they're receiving. Highlight a card and press **SELECT** to view details. Press the **A Button** to agree to the deal. Press the **B Button** to exit or cancel the trade.

Battle

Battle lets you duel against a friend using your current deck. It also lets you optionally play for "ante," where each player selects a card that will go to the winner of the duel. **Note:** You do not have to play for ante. You can simply duel normally.

When both players select the Battle option, they will be taken to their trunk list where they can select one (optional) ante card. Press the **A Button** to select the ante, and then press **START** to confirm. Once both players have confirmed their ante, they will see what is offered by the other player. You can now accept by pressing the **A Button** or refuse by pressing the **B Button**. Once the battle is over, the winner will keep his ante and receive the ante of the other player. The player who loses the battle will lose his ante.

To exit Link mode, just exit the room. You'll return to the point in the game where you were before you entered Link mode.

Duel Room

Once you complete your stolen card quest, you will unlock the Duel Room, where you can practice dueling against your choice of decks and opponents. You will have access to all of the DUEL MASTERS™ cards from the base set and the first expansion, as well as several powerful pre-built decks. The Duel Room is available at the Main Menu.

Select Duel Room and then set the duel options. Alternate between opponents by pressing **SELECT**. To choose an opponent, press the **+Control Pad** ▲ or ▼ to select Name and then press the **+Control Pad** ◄ or ► to alternate between characters.

To choose decks, select Deck using the **+Control Pad** ▲ or ▼ and then press the **+Control Pad** ◄ or ► to alternate between decks. You can manage a selected deck by pressing the **A Button**. Once you're done, if you modified the deck, its name will appear as "Custom."

Set your opponent's skill level by selecting Player using the **+Control Pad** ▲ or ▼ and then pressing the **+Control Pad** ◄ or ► to choose Weak, Average or Strong. You can make the game to play both sides of the duel by selecting Player for both duelists and setting a difficulty level for each. If you want to be one of the duelists, be sure and choose "You" as one of the players. Once your options are set, press **START** to duel. When the duel ends you will return to the Duel Room. Set up another duel or press the **B Button** to return to the Main Menu.

Note: The decks you create in the Duel Room are not saved after you leave the room.

GLOSSARY

Attack

Your creatures in the battle zone can attack either your opponent or his or her tapped creatures in the battle zone. When a creature attacks another creature, they battle, and the creature with the highest power rating wins. The loser goes to its owner's graveyard. If the

powers are tied, both creatures go to their owners' graveyards. When a creature attacks and isn't blocked, it breaks an opponent's shields, which goes into his or her hand. If your creature successfully attacks your opponent who has no shields left, you win the game!

Battle Zone

This is the area of the table between your shields and your opponent's shields. Only creatures in the battle zone may attack. To view the battle zone while dueling, press the **L Button**. Select a creature and press **SELECT** to view details about that creature. Press the **L Button** again to return to the duel.

Blocker

A creature labeled "blocker" can stop the attacks of your opponent's creatures, as long as the blocker is untapped.

Deck

DUEL MASTERS™ decks must contain exactly 40 cards, and can contain up to a maximum 4 copies of any single card.

Discard

Discarding a card from your hand means putting it from your hand into your graveyard.

Double Breaker

A creature labeled "double breaker" breaks two shields (one at a time) when it attacks an opponent and isn't blocked. If only one shield remains, it breaks only that shield.

Evolution Creature

A creature labeled "evolution" can transform a creature already in the battle zone, if the two creatures are the same type. Once you summon an evolution creature, it is put on top of the creature that it "evolves" from. Evolution creatures don't get summoning sickness — they can attack on the same turn that you summon them.

If an evolution creature is moved from the battle zone to anywhere else, then all cards in the pile move separately, not just the evolution creature on top. If a spell makes you put your evolution creature into your mana zone, for example, you get that many separate cards in your mana zone.

Graveyard

This is your discard pile.

Mana

Mana is a type of magical energy. You use the energy to pay for creatures and spells. You get mana by tapping cards in your mana zone. Each card you tap gives you one mana of that card's civilization. To pay for a creature or spell, you must use at least one mana that is the same civilization as that creature or spell.

Mana Zone

This is the area of the table between you and your shields. You can put only one card into your mana zone each turn, unless a spell or effect tells you otherwise, but it's not

required. Cards in the mana zone don't have any abilities except being able to tap for mana. (Ignore everything they say.)

Power

This number — in the lower-left corner of a creature card and below a creature in the battle zone — shows how well that creature battles.

Power Attacker

A creature labeled "power attacker" gets more powerful when it attacks. For example, a creature with power 3000 and "power attacker 2000+" has 5000 power during attacks.

Shield

You begin the game by putting five cards (shields) face down in front of you. When a creature attacks a player and isn't blocked, that creature breaks a shield. Each time a player's shield is broken, the player puts the shield into his or her hand.

Shield Trigger

As soon as you put a card labeled "shield trigger" from the shield zone into your hand, you may cast it without paying its cost. You can also choose to keep the spell in your hand, and cast it normally during a later turn.

Slayer

When a slayer creature battles another creature, the other creature is put into its owner's graveyard whether it wins the battle or not.

Spell

Spells are cards that do something and then go to your graveyard. You can cast a spell only if you can do everything it says.

Summon

To summon a creature means to take it from your hand, pay its cost, and then put it into the battle zone.

Summoning Sickness

Most creatures have summoning sickness on the turn you summon them, and can't attack until your next turn. Summoning sickness doesn't stop a creature from blocking. Creatures are shown with swirls over their heads to indicate that they have summoning sickness.

Tap

When you use mana to summon a creature or cast a spell, you have to "tap" that card to show that you've used it during that turn. Creatures that attack or block also tap. Cards are grayed out to indicate that they are tapped.

Untap

At the beginning of your turn, the game "untaps" all of your tapped cards to show so that they are available to use on that turn.

CREDITS

Mistic Software Inc.

Christophe Desplanches
Lead Programmer

Alain Petit
Martin Vachon
Johann Gagnon
Programmers

Christophe Desplanches
Tool Programmer

Alain Boulianne
Jean-Daniel Rondeau
Trainee Programmer

Francis Malvesin
Lead Graphic Artist

Martin Tremblay
Richard Sirois
Graphic Artists

Vannara Ty
Lead Designer

Daniel Beaudin
Designer

Allister Brimble
Anthony Putson
Music and SFX

Frederic Bibet
Studio Manager & Producer

Christophe Comparin
President of Mistic

Special Thanks

Flavien Bau
Jacques Sarremejeanne

C4 Digital

Paul Mitchell
Graphic Artist Backgrounds

Paul Mitchell
Jeremy Kupsch
Raymond Leung
Edmond Leung
Peter Cartwright
Caleb Salisbury
Greg Mocarski
Peter Aponte
Nikitova Games
Graphic Artist Sprites

Atari

James Daly
Stacy Allyn Hendrickson
Producers

Peter Matiss
Director of Marketing

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TECHNICAL SUPPORT (U.S. & Canada)

Help Via the Internet

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

http://www.atarisupport.com

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone in the United States & Canada

For phone assistance, call **Atari Technical Support** at **(425) 951-7108**. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions immediately.

This console-based product has automated support, which includes information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when

prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note**: We may be closed on major holidays.

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Warranty Policy in the United States & Canada

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